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1 Function-based object model towards website adaptation
Jinlin Chen, Baoyao Zhou, Jin Shi, Hongjiang Zhang, Qiu Fengwu
April 2001 **Proceedings of the 10th international conference on World Wide Web WWW '01**
Publisher: ACM Press
Full text available: pdf(615.57 KB) Additional Information: full citation, references, citings, index terms

Keywords: HTML/WML conversion, content adaptation, content function, website understanding

2 Executable object modeling with statecharts
David Harel, Eran Gery
May 1996 **Proceedings of the 18th international conference on Software engineering ICSE '96**
Publisher: IEEE Computer Society
Full text available: pdf(1.43 MB), Publisher Site Additional Information: full citation, abstract, references, citings, index terms

This paper reports on an effort to develop an integrated set of diagrammatic languages for modeling object-oriented systems, and to construct a supporting tool. The goal is for models to be intuitive and well-structured, yet fully executable and analyzable, enabling automatic synthesis of usable and efficient code in object-oriented languages such as C++. At the heart of the modeling method is the language of statecharts for specifying object behavior, and a hierarchical OMT-like language for de ...

Keywords: C++, O-charts, active objects, diagrammatic languages, direct invocation, executable object modeling, hierarchical OMT-like language, integrated set, multiple-thread concurrency, object-oriented languages, object-oriented programming, object-oriented systems, software tools, statecharts

3 Solid texturing of complex surfaces
Darwyn R. Peachey
July 1985 **ACM SIGGRAPH Computer Graphics , Proceedings of the 12th annual**

conference on Computer graphics and interactive techniques SIGGRAPH '85, Volume 19 Issue 3

Publisher: ACM Press

Full text available: pdf(3.82 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Texturing is an effective method of simulating surface detail at relatively low cost. Traditionally, texture functions have been defined on the two-dimensional surface coordinate systems of individual surface patches. This paper introduces the notion of "solid texturing". Solid texturing uses texture functions defined throughout a region of three-dimensional space. Many nonhomogeneous materials, including wood and stone, may be more realistically rendered using solid texture functions. In additi ...

Keywords: anti-aliasing, image synthesis, shading, texturing

4   <u>FunBase: a function-based information management system</u>

Wafik M. Farag, Toby J. Teorey

December 1993 **Proceedings of the second international conference on Information and knowledge management CIKM '93**

Publisher: ACM Press

Full text available: pdf(896.74 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

5   <u>New concepts for complete product assembly modeling</u>

Jin-Kang Gui, Martti Mäntylä

June 1993 **Proceedings on the second ACM symposium on Solid modeling and applications SMA '93**

Publisher: ACM Press

Full text available: pdf(1.15 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: assembly modeling, prototype-based expert system, top-down assembly design

6   <u>Object-oriented technology: TIGUKAT object management system: initial design and current directions</u>

M. Tamer Özsu, Randal Peters, Boman Irani, Anna Lipka, Adriana Munoz, Duane Szafron

October 1993 **Proceedings of the 1993 conference of the Centre for Advanced Studies on Collaborative research: software engineering - Volume 1 CASCON '93**

Publisher: IBM Press

Full text available: pdf(1.53 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

We describe the TIGUKAT object management system that is under development at the Laboratory for Database Systems Research of the University of Alberta. TIGUKAT has a novel object model whose identifying characteristics include a purely behavioral semantics and a uniform approach to objects. Everything in the system is a first-class object with well-defined behavior. The computational model supported is one of applying behaviors to objects. A query model has been developed for TIGUKAT that is co ...

7   <u>Wires: a geometric deformation technique</u>

Karan Singh, Eugene Fiume

July 1998 **Proceedings of the 25th annual conference on Computer graphics and**

interactive techniques SIGGRAPH '98
Publisher: ACM Press
Full text available: pdf(568.14 KB)   Additional Information: full citation, references, citings, index terms

8 Automating transfer function design for comprehensible volume rendering based on 3D field topology analysis (case study)
Issei Fujishiro, Taeko Azuma, Yuriko Takeshima
October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years VIS '99**
Publisher: IEEE Computer Society Press

Full text available: pdf(268.19 KB)   Additional Information: full citation, abstract, references, citings, index terms

This paper describes initial results of a 3D field topology analysis for automating transfer function design aiming at comprehensible volume rendering. The conventional Reeb graph-based approach to describing topological features of 3D surfaces is extended to capture the topological skeleton of a volumetric field. Based on the analysis result, which is represented in the form of a hyper Reeb graph, a procedure is proposed for designing appropriate color/opacity transfer fun ...

Keywords: Reeb graph, comprehensible rendering, critical surface, direct volume rendering, isosurface, transfer function, volume visualization

9 Automating the metamodeling process
Don Caughlin
December 1997 **Proceedings of the 29th conference on Winter simulation WSC '97**
Publisher: ACM Press, IEEE Computer Society
Full text available: pdf(841.68 KB)   Additional Information: full citation, references, citings, index terms

10 Task-structure analysis for knowledge modeling
B. Chandrasekaran, Todd R. Johnson, Jack W. Smith
September 1992 **Communications of the ACM**, Volume 35 Issue 9
Publisher: ACM Press
Full text available: pdf(2.77 MB)   Additional Information: full citation, references, citings, index terms

Keywords: analysis, modeling

11 An object-oriented model for image information representation
James Griffioen, Rajiv Mehrotra, Rajendra Yavatkar
December 1993 **Proceedings of the second international conference on Information and knowledge management CIKM '93**
Publisher: ACM Press
Full text available: pdf(1.09 MB)   Additional Information: full citation, references, citings, index terms

12 Coyote: a system for constructing fine-grain configurable communication services
Nina T. Bhatti, Matti A. Hiltunen, Richard D. Schlichting, Wanda Chiu
November 1998 **ACM Transactions on Computer Systems (TOCS)**, Volume 16 Issue 4

Publisher: ACM Press

Full text available: pdf(290.21 KB)   Additional Information: full citation, abstract, references, citings, index terms

Communication-oriented abstractions such as atomic multicast, group RPC, and protocols for location-independent mobile computing can simplify the development of complex applications built on distributed systems. This article describes Coyote, a system that supports the construction of highly modular and configurable versions of such abstractions. Coyote extends the notion of protocol objects and hierarchical composition found in existing systems with support for finer-grain microprotocol ob ...

Keywords: x-kernal, configurable sevices, customization, event handlers, event-driven execution, membership, microprotocols, mobile computing, modularity, multicast, protocols, remote procedure call

13 Gross motion planning—a survey

Yong K. Hwang, Narendra Ahuja
September 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 3
Publisher: ACM Press

Full text available: pdf(6.40 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Motion planning is one of the most important areas of robotics research. The complexity of the motion-planning problem has hindered the development of practical algorithms. This paper surveys the work on gross-motion planning, including motion planners for point robots, rigid robots, and manipulators in stationary, time-varying, constrained, and movable-object environments. The general issues in motion planning are explained. Recent approaches and their performances are briefly described, a ...

Keywords: collision detection, computational geometry, implementation, motion planning, obstacle avoidance, path planning, spatial representation

14 Cost-based query scrambling for initial delays

Tolga Urhan, Michael J. Franklin, Laurent Amsaleg
June 1998 **ACM SIGMOD Record , Proceedings of the 1998 ACM SIGMOD international conference on Management of data SIGMOD '98**, Volume 27 Issue 2
Publisher: ACM Press

Full text available: pdf(1.81 MB)   Additional Information: full citation, abstract, references, citings, index terms

Remote data access from disparate sources across a wide-area network such as the Internet is problematic due to the unpredictable nature of the communications medium and the lack of knowledge about the load and potential delays at remote sites. Traditional, static, query processing approaches break down in this environment because they are unable to adapt in response to unexpected delays. Query scrambling has been proposed to address this problem. Scrambling modifies query execution plans o ...

15 Algorithms for solid noise synthesis

J. P. Lewis
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3
Publisher: ACM Press

Full text available: pdf(4.69 MB)   Additional Information: full citation, abstract, references, citings, index

terms

A solid noise is a function that defines a random value at each point in space. Solid noises have immediate and powerful applications in surface texturing, stochastic modeling, and the animation of natural phenomena.Existing solid noise synthesis algorithms are surveyed and two new algorithms are presented. The first uses Wiener interpolation to interpolate random values on a discrete lattice. The second is an efficient sparse convolution algorithm. Both algorithms are developed for *model-dir ...*

16 Evolutionary algorithms in data mining: multi-objective performance modeling for direct marketing

Siddhartha Bhattacharyya

August 2000 **Proceedings of the sixth ACM SIGKDD international conference on Knowledge discovery and data mining KDD '00**

Publisher: ACM Press

Full text available: pdf(115.20 KB)　　Additional Information: full citation, references, citings, index terms

Keywords: Pareto-optimal models, data mining, database marketing, evolutionary computation, multiple objectives

17 Adaptively sampled distance fields: a general representation of shape for computer graphics

Sarah F. Frisken, Ronald N. Perry, Alyn P. Rockwood, Thouis R. Jones

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques SIGGRAPH '00**

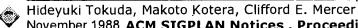**Publisher:** ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(476.42 KB)　　Additional Information: full citation, abstract, references, citings, index terms

Adaptively Sampled Distance Fields (ADFs) are a unifying representation of shape that integrate numerous concepts in computer graphics including the representation of geometry and volume data and a broad range of processing operations such as rendering, sculpting, level-of-detail management, surface offsetting, collision detection, and color gamut correction. Its structure is uncomplicated and direct, but is especially effective for quality reconstruction of complex shapes, e.g., artistic a ...

Keywords: carving, distance fields, graphics, implicit surfaces, level of detail, rendering, volume modeling, volume rendering

18 A real-time monitor for a distributed real-time operating system

Hideyuki Tokuda, Makoto Kotera, Clifford E. Mercer

November 1988 **ACM SIGPLAN Notices , Proceedings of the 1988 ACM SIGPLAN and SIGOPS workshop on Parallel and distributed debugging PADD '88**, Volume 24 Issue 1

Publisher: ACM Press

Full text available: pdf(967.71 KB)　　Additional Information: full citation, abstract, references, citings, index terms, review

Monitoring and debugging for a distributed real-time system is a complicated problem due to the lack of a set of advanced tools and adequate operating system capability. Software tools can cover the wide range of the software development life cycle from the requirement analysis phase to debugging and maintenance phases. However, many of these modern tools are not effective for building or analyzing complex real-time systems. Real-time software tools and effective kernel support are essentia ...

19 Component selection and matching for IP-based design
G. Martin, R. Seepold, T. Zhang, L. Benini, G. De Micheli
March 2001 **Proceedings of the conference on Design, automation and test in Europe DATE '01**
Publisher: IEEE Press
Full text available: pdf(170.22 KB)   Additional Information: full citation, references, citings, index terms

20 Performance of the world's fastest distributed operating system
Robbert van Renesse, Hans van Staveren, Andrew S. Tanenbaum
October 1988 **ACM SIGOPS Operating Systems Review,** Volume 22 Issue 4
Publisher: ACM Press
Full text available: pdf(681.27 KB)   Additional Information: full citation, abstract, citings, index terms

Distributed operating systems have been in the experimental stage for a number of years now, but few have progressed to the point of actually being used in a production environment. It is our belief that the reason lies primarily with the performance of these systems---they tend to be fairly slow compared to traditional single computer systems. The Amoeba system has been designed with high performance in mind. In this paper some performance measurements of Amoeba are presented and comparisons ar ...

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